

AMENDMENTS TO THE CLAIMS

Please amend claims 1, 2, and 10; please cancel claims 13-16; and please add claims 17-27 as follows:

Claim 1 (currently amended) A method of authorizing use of a card in a gaming machine located in a casino and collecting security data regarding activities occurring at or associated with an exterior and an interior of the gaming machine, the method comprising:

generating first facial image information regarding a person;

storing said first facial information on a card issued to said person;

reading said first facial image information stored on said card at said a gaming machine in said casino;

obtaining current facial image information of a person using said card at said gaming machine;

comparing said first facial image information stored on said card with said current facial image information of said person at said gaming machine using said card to confirm that the person using said card is the party to whom the card was issued;

~~obtaining at least one image of an activity associated with said person and the exterior of the gaming machine;~~

providing at least one image collection device for obtaining at least one image of an activity associated with the interior of the gaming machine, wherein the at least one image collection device is associated with at least one peripheral of the gaming machine such that the at least one image is automatically collected in response to interaction with the at least one peripheral of the gaming machine

~~wherein the obtaining of the images associated with said person and the exterior and the interior of the gaming machine are performed simultaneously.~~

Claim 2 (currently amended) The method in accordance with claim 1 including transmitting said current facial image information of said person to a remote location in the event the current visual facial image information does not match the first facial image information.

Claim 3 (previously presented) The method in accordance with claim 1 wherein obtaining current facial image information comprises capturing said image information utilizing a camera mounted to said gaming machine.

Claim 4 (original) The method in accordance with claim 3 wherein said gaming machine has a front which said person generally faces when playing games at said machine, said camera located at said front of said gaming machine.

Claim 5 (original) The method in accordance with claim 1 wherein the generating of the first facial image information is performed with a camera generating analog data which is then converted to digital data.

Claim 6 (original) The method in accordance with claim 1 wherein the obtaining of the current facial image information is performed using a camera disposed at said gaming machine and which generates analog data which is then converted into digital data so that the comparing of the first facial image information stored on said card with the current facial information is a comparison of digital data.

Claim 7 (original) The method in accordance with claim 1 wherein the generating of said first facial image information is performed using a digital camera.

Claim 8 (original) The method in accordance with claim 7 where said digital camera is located at a position remote from said gaming machine.

Claim 9 (original) The method in accordance with claim 1 wherein the obtaining of said current facial image information is performed using a digital camera located at said gaming machine.

Claim 10 (currently amended) The method in accordance with claim 1 wherein the providing at least one image collection device for obtaining of at least one image associated with the interior of the gaming machine is ~~performed~~ achieved by disposing with a camera disposed inside the machine.

Claim 11 (Previously presented) The method in accordance with claim 10 wherein at least two cameras are disposed inside the gaming machine which produce simultaneous images of activities associated with the interior of the gaming machine.

Claim 12 (Previously presented) The method in accordance with claim 1 wherein the obtaining of current facial image information and the image of the activity associated with said person and the exterior of the gaming machine is performed using at least two cameras located on the exterior of the gaming machine.

Claims 13 – 16 (Canceled)

Claim 17 (new) The method in accordance with claim 1 wherein obtaining current facial image information comprises:
sensing a triggering event; and
in response to the triggering event, capturing said image information utilizing a camera mounted to said gaming machine.

Claim 18 (new) The method in accordance with claim 17 wherein the triggering event is related to at least one peripheral of the gaming machine, other than the at least one peripheral associated with the at least one image collection device.

Claim 19 (new) The method in accordance with claim 17 wherein the triggering event is a result of a game operating on the gaming machine.

Claim 20 (new) The method in accordance with claim 1 further comprising controlling the at least one image collection device by a gaming controller for the gaming machine, said gaming controller in communication with the at least one peripheral.

Claim 21 (new) A method of authorizing use of a card in a gaming machine located in a casino and collecting security data regarding activities occurring at or associated with an exterior and an interior of the gaming machine, the method comprising:

sensing a triggering event at the gaming machine, the triggering event being generated by a person interacting with the gaming machine;

in response to the triggering event, generating first facial image information regarding the person;

attempting to obtain current facial image information of a person using said card at said gaming machine via an image capturing device mounted externally on the gaming machine;

in response to obtaining current facial image information, comparing said first facial image information stored on said card with said current facial image information of said person at said gaming machine using said card to confirm that the person using said card is the party to whom the card was issued; and

in response to not being able to obtain current facial image information, generating security data indicating an alarm condition for the gaming machine.

Claim 22 (new) The method in accordance with claim 21 wherein generating the security data comprises assessing image data from a camera and analyzing the image data.

Claim 23 (new) The method in accordance with claim 21 wherein the triggering event comprises inserting the card into the gaming machine.

Claim 24 (New) A method of authorizing the use of a card in a gaming machine and collecting security data regarding activities occurring at or associated with both an exterior and an interior of the gaming machine, the method comprising:

generating first facial image information regarding the person;

storing the first facial information on a card issued to the person;

reading the first facial image information stored on the card at a gaming machine located in a casino;

obtaining current facial image information of a person using the card at the gaming machine; and

simultaneously obtaining at least one image of an activity associated with the interior of the gaming machine; and

comparing the first facial image information stored on the card with the current facial image information of the person using the card at the gaming machine to confirm that the person using the card is the party to whom the card was issued and further confirming that security within the interior of the gaming machine has not been breached.

Claim 25 (New) The method in accordance of claim 24 wherein the obtaining of at least one image associated with the interior of the gaming machine is performed with a camera disposed inside the machine.

Claim 26 (New) The method in accordance with claim 24 wherein at least two cameras are disposed inside the gaming machine which produce simultaneous images of activities associated with the interior of the gaming machine.

Claim 27 (New) The method in accordance with claim 24 wherein the obtaining of current facial image information and the image of the activity associated with said person and the exterior of the gaming machine is performed using at least two cameras located on the exterior of the gaming machine.